Quick Guide courtesy of

County of Los Angeles

QUICK GUIDE TO

varies along trail; check segments for additional information.



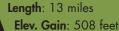






DESCRIPTION: The Park to Playa Trail is a planned 13-mile regional trail that will connect a network of trails, parks and open spaces from the Baldwin Hills Parklands to the Pacific Ocean. The existing segments of the Park to Playa Trail include Stocker Corridor, Kenneth Hahn State Recreation Area, Baldwin Hills Scenic Overlook, Culver City Park, and Ballona Creek Bike Path. Allowed uses

DIRECTIONS: There are numerous access points to the Park to Playa Trail including various locations along the Ballona Creek Bike Path, in Culver City Park, at Baldwin Hills Scenic Overlook, several staging areas in Kenneth Hahn State Recreation Area, and Norman O. Houston Park.







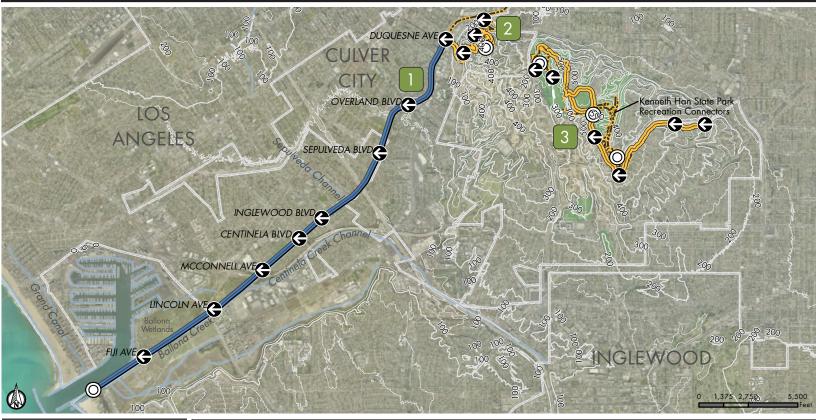














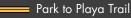


Access & Features



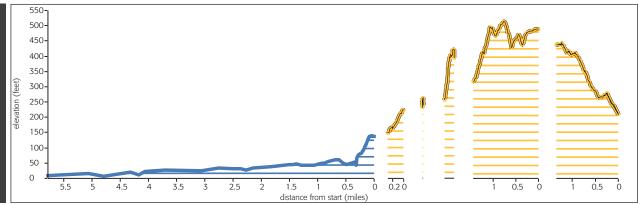
Trailhead

Trail Access Point



Ballona Creek Bike Path (Park to Playa segment)

Public Parkland and Other Protected Open Space







QUICK GUIDE TO **ALLONA CREEK BIKE PATH**









DESCRIPTION: The Ballona Creek Blke Path parallels Ballona Creek while connecting the Pacific Ocean at Marina Del Rey with Culver City. The trail connects with a beach path that continues south to Redondo Beach while at the north, Dusquesne Avenue connects the bike path with the eastern portions of the Park to Playa Trail.

DIRECTIONS: The Ballona Creek Bike Path can be accessed from numerous streets adjacent to the trail. Main access points include Syd Kronenthal Park, Dusquesne Avenue, Overland Avenue, Ocean Drive, Sepulveda Boulevard, Sawtelle Avenue, Slauson Avenue, Inglewood Boulevard, Centinela Avenue, McConnell Avenue, Lincoln Boulevard, Fisherman's Village in Marina Del Rey, and Pacific Avenue.

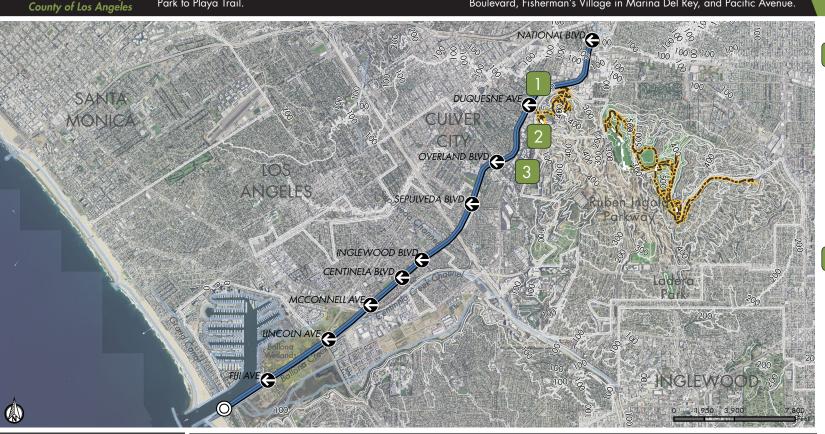
Length: 6.7 miles Elevation Gain: 68 feet















Access & Features

Trailhead

Trail Access Point

Trail Type

Ballona Creek Bike Path (Park to Playa segment)

Public Parkland and Other Protected Open Space

